

# Homework 4

CMSY-199, Fall 2013

Upload your solution to the Canvas course website as a zip archive file prior to the start of class on Monday, November 4.

1. Create a Java class called `Matrix` which will be used to represent a rectangular array of numbers and perform basic matrix operations. If you are not familiar with matrices, please read the sections beginning on pages 1-6 and 2-2 of the MATLAB Primer which can be found here:  
[http://www.mathworks.com/help/pdf\\_doc/matlab/getstart.pdf](http://www.mathworks.com/help/pdf_doc/matlab/getstart.pdf)
2. The `Matrix` class should have a single instance variable which is a two-dimensional array of type `double` and a constructor which takes a two-dimensional array as an argument to set its instance variable.
3. Add a single `set` method which takes two `int` values and one `double` as arguments which specify the row, column, and value of the element to set. Add a single `get` method which takes two `int` values which specify the row and column of the element to get. Note that for the `Matrix` class, rows and columns should 1-based even though the array backing it is 0-based.
4. Add the following `static` methods to the `Matrix` class.

Name	Parameters	Return Type	Description
<code>ones</code>	<code>int row,</code> <code>int column</code>	<code>Matrix</code>	Return a new matrix with the specified number of rows and columns - each element has value 1
<code>zeros</code>	<code>int row,</code> <code>int column</code>	<code>Matrix</code>	Return a new matrix with the specified number of rows and columns - each element has value 0
<code>rand</code>	<code>int row,</code> <code>int column</code>	<code>Matrix</code>	Return a new matrix with the specified number of rows and columns - each element is a uniformly distributed random value
<code>randn</code>	<code>int row,</code> <code>int column</code>	<code>Matrix</code>	Return a new matrix with the specified number of rows and columns - each element is a normally distributed random value
<code>concat</code>	<code>Matrix a,</code> <code>Matrix b</code>	<code>Matrix</code>	Return a new matrix which is the <i>horizontal</i> concatenation of matrices a and b

5. Add the following methods to the **Matrix** class.

Name	Parameters	Return Type	Description
add	Matrix b	void	Perform element-wise addition on <b>this</b> matrix using matrix b
subtract	Matrix b	void	Perform element-wise subtraction on <b>this</b> matrix using matrix b
pow	double n	void	Raise each element of <b>this</b> matrix to the n-power
transpose		void	Transpose <b>this</b> matrix (swap rows and columns)
sin		void	Take the sine of each element in <b>this</b> matrix
max		double	Return the element with the maximum value in <b>this</b> matrix
sum		double[]	Return an array which contains the sum of each column of <b>this</b> matrix
diag		double[]	Return an array which contains diagonal of <b>this</b> matrix
equals	Object o	boolean	Return true if o is an instance of <b>Matrix</b> and each element is equal to the elements in <b>this</b>
toString		String	Return a <b>String</b> object which contains the elements of <b>this</b> in tabular fashion by row and column

6. Create a *driver* class called **MatrixTest** which has a **main** method to test the functionality of the **Matrix** class.